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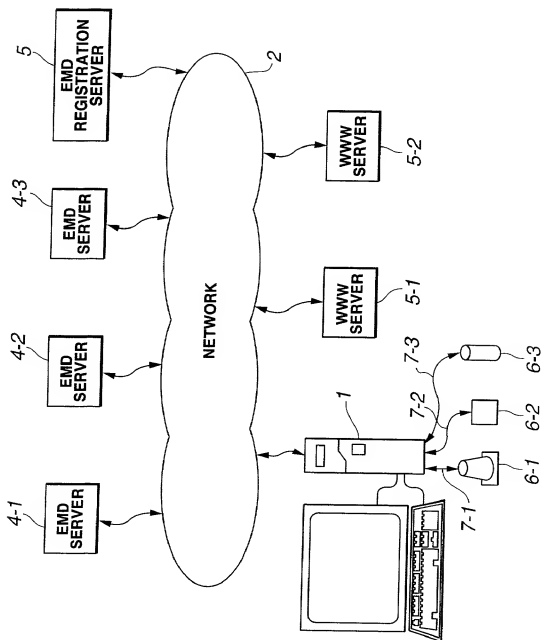


FIG.1

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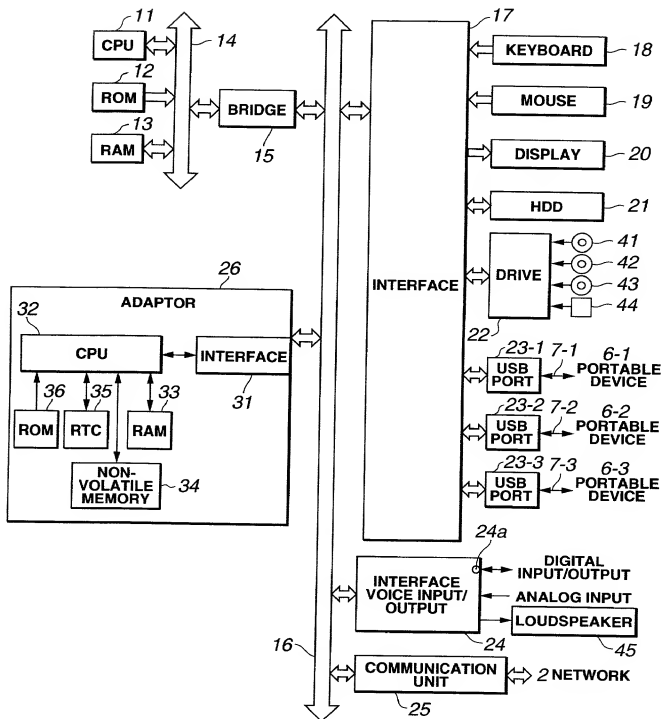


FIG.2

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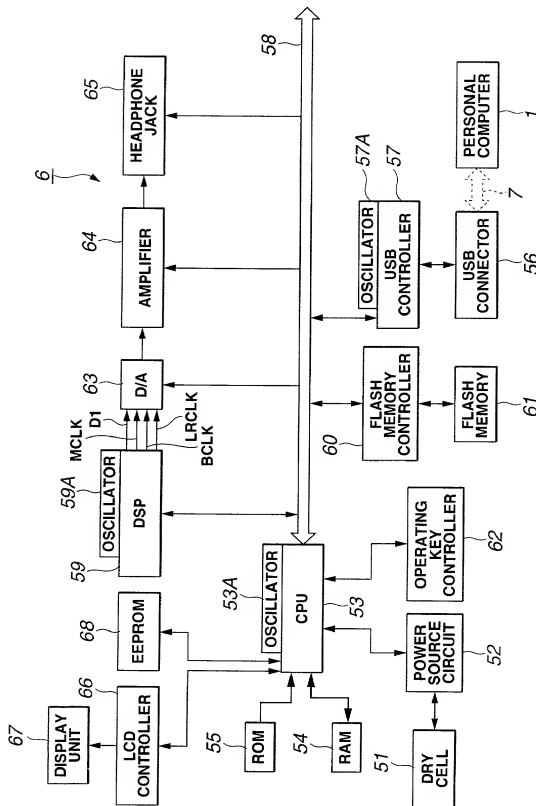


FIG.3



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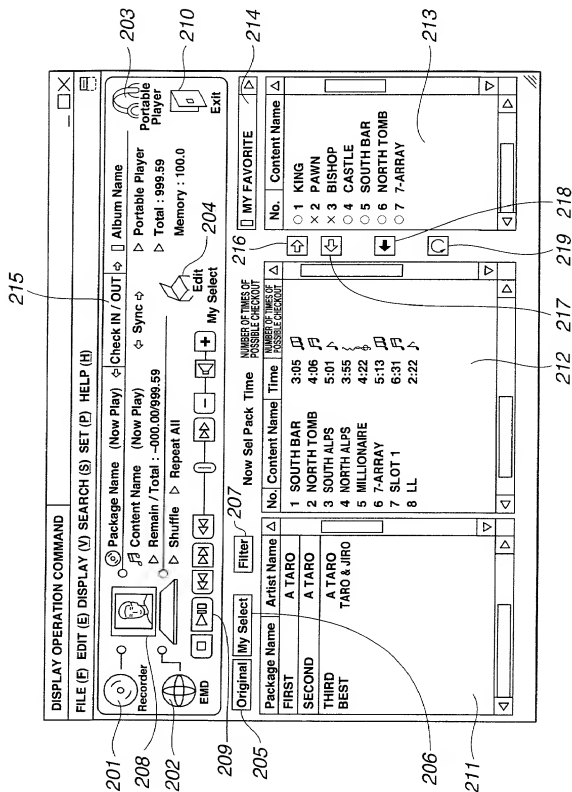


FIG.5

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**RECORD**

**MENU (M) HELP (H)**

Tr.01 00:00 132kbps

Remain: 148MB

Disc: **ASYNCHRONIZED**

Artist: **QUAI**

TRACK NUMBER	TRACK NAME	NAME OF ARTIST	PLAY TIME	RECORD
<input checked="" type="checkbox"/> 1	HEAT	KUWAI	05:31	
<input checked="" type="checkbox"/> 2	PLANET	KUWAI	04:44	
<input checked="" type="checkbox"/> 3	BLACK	KUWAI	05:41	
<input checked="" type="checkbox"/> 4	SOUL	KUWAI	04:15	
<input checked="" type="checkbox"/> 5	FALL	KUWAI	03:45	
<input checked="" type="checkbox"/> 6	DESTITU...	KUWAI	05:40	
<input checked="" type="checkbox"/> 7	SONIC	KUWAI	05:15	
<input checked="" type="checkbox"/> 8	BUTTERFLY	KUWAI	04:28	
<input checked="" type="checkbox"/> 9	WHERE DO WE...	KUWAI	05:13	
<input checked="" type="checkbox"/> 10	ADDY	KUWAI	03:41	
<input checked="" type="checkbox"/> 11	FUNKY	KUWAI	05:35	

ACQUISITION OF CD INFORMATION

Auto Check Out to ....

Select All Clear All

AUTO CHECKOUT

254 255

FIG.6

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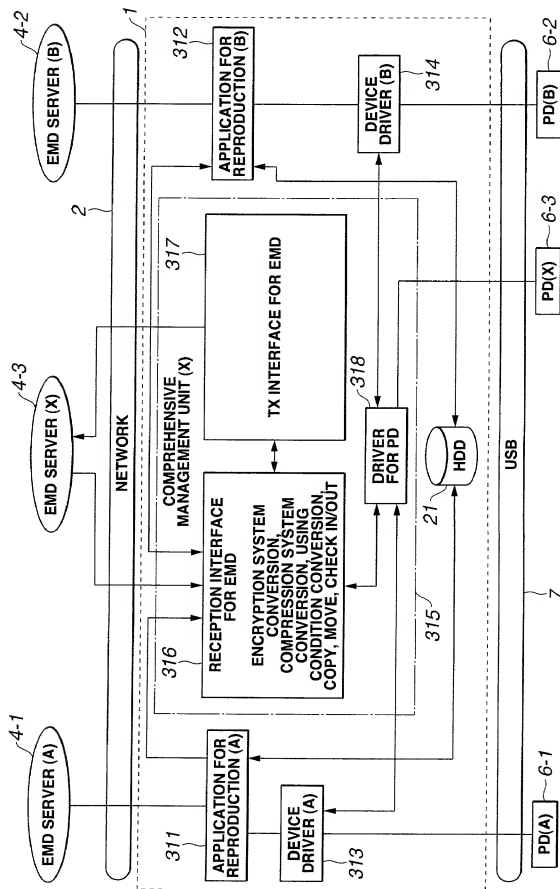


FIG.7

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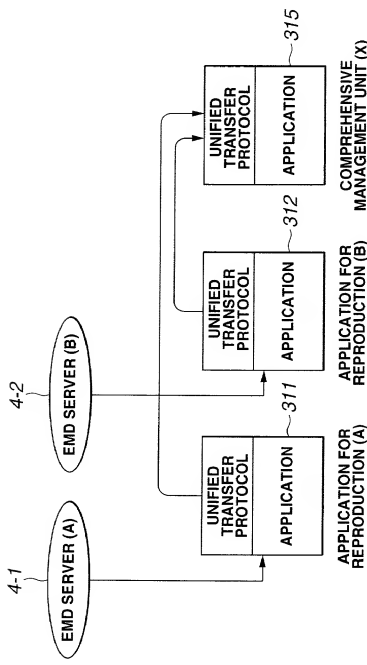


FIG.8



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FIG.9A

POLICY	VALUE
from	99/10/25
to	99/11/24
pay/play	yes/10yen

FIG.9B

CONTENTS
USING CONDITION INFORMATION

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FIG.10

Automaton	341
$MAC_{K_C}$ (Automaton)	342
$Sig_{K_E}^{-1}$ (Automaton)	343
Cert ( $K_E^1$ )	344

FIG.11

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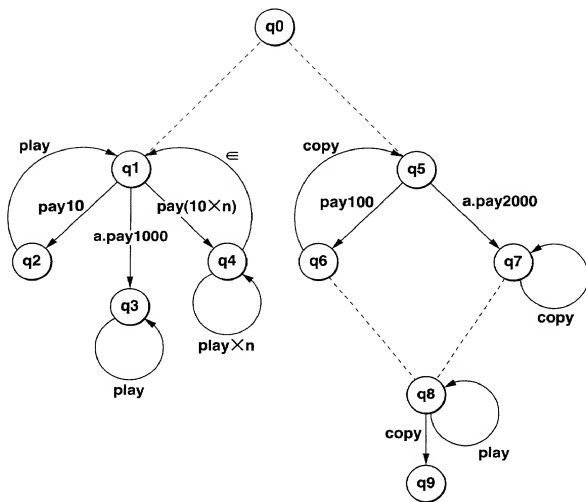


FIG.12

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$\langle q_1, \text{pay}_{10}, q_2 \rangle$   
 $\langle q_1, \text{a.pay}_{1000}, q_3 \rangle$   
 $\langle q_1, \text{pay}(10 \times n), q_4 \rangle$   
 $\langle q_2, \text{play}, q_1 \rangle$   
 $\langle q_3, \text{play}, q_3 \rangle$   
 $\langle q_4, \text{play} \times n, q_4 \rangle$   
 $\langle q_4, \varepsilon, q_1 \rangle$   
 $\langle q_5, \text{pay}_{100}, q_6 \rangle$   
 $\langle q_5, \text{a.pay}_{2000}, q_7 \rangle$   
 $\langle q_6, \text{copy}, q_5 \rangle$   
 $\langle q_7, \text{copy}, q_7 \rangle$   
 $\langle q_8, \text{play}, q_8 \rangle$   
 $\langle q_8, \text{copy}, q_9 \rangle$

FIG.13

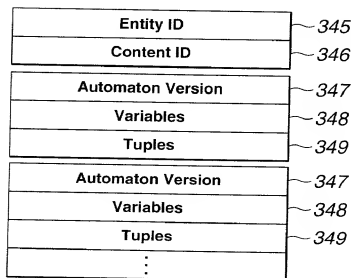


FIG.14

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```
<!ENTITY% event" (
    play          1
    copy          1
    pay-for-play  1
    pay-for-copy  1
    pay-for-album-play  1
    pay-for-album-copy  1
    from          1
    to            1
    null          1
```

)">

```
<!ENTITY% command" (
    drop          1
    dup           1
    swap          1
    add           1
    subtract      1
    multiply      1
    divide        1
    remainder     1
    upper         1
    lower         1
    equal         1
    less          1
    greater       1
    less-equal    1
    greater-equal 1
    and           1
    or            1
    not           1
    bit-and       1
    bit-or        1
    bit-xor       1
    bit-not       1
```

)">

FIG.15

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Content playable from 1999/9/1

```
<automaton>
  <!-- This usage rule system has one Right Unit.
  Initial state is q1 - - >
  <Initial-right-unit state="q1"/>
  <node state = "q1">
    <!-- If after 1999/9/1, transfer to q2 - - >
    <rule event="from" next-state="q2">
      <arguments>
        <integer value="time:19990901"/>
      </arguments>
    </rule>
  </node>
  <node state = "q2">
    <!-- playable - - >
    <rule event="play" next-state="q2"/>
  </node>
</automaton>
```

FIG.16

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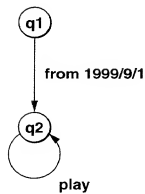


FIG.17

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Content playable until 1999/10/31

```

<automaton>

  <!-- This Usage Rule System has one Right Unit.
  Initial state is q2 -->
  <Initial-right-unit state="q2"/>

  <node state = "q2">
    <!-- If after 1999/10/31, transfer to end - ->
    <rule event="to" next-state="end">
      <arguments>
        <integer value="time:19991031"/>
      </arguments>
    </rule>

    <!-- playable -->
    <rule event="play" next-state="q2">
    </rule>
  </node>

  <!-- Unusable state -->
  <node state = "end"/>

</automaton>

```

FIG.18

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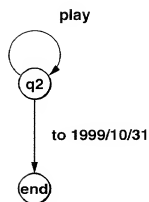


FIG.19



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Content playable 16 times from 1999/9/1 to 1999/10/31

&lt;automaton&gt;

```

<!--Define counter variables for playable numbers. Initial value is 16 -->
<define-variable name="count" initial-value="16" />

<!-- This Usage Rule System has one Right Unit. Initial state is q1 -->
<initial-right-unit state="q1" />

<node state="q1">
  <!--From 1999/9/1 transfer to q2 -->
  <rule event="from" next-state="q2">
    <arguments>
      <integer value="time:19990901" />
    </arguments>
  </rule>
</node>

<node state="q2">
  <!--From 1999/10/31, transfer to end -->
  <rule event="to" next-state="end">
    <arguments>
      <integer value="time:19991031" />
    </arguments>
  </rule>

  <rule event="play" next-state="q2">
    <!--Playable only for "count" numbers -->
    <arguments>
      <variable name="count" />
      <command name="load" />
    </arguments>
    <!--If this rule is selected, the "count" number decrements by one-->
    <action>
      <variable name="count" />
      <command name="load" />
      <integer value="1" />
      <command name="subtract" />
      <variable name="count" />
      <command name="store" />
    </action>
  </rule>
</node>

<!--Unusable state-->
<node state="end" />

</automaton>

```

FIG.20

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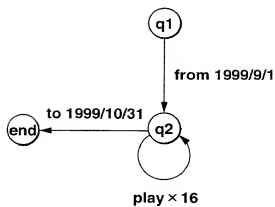


FIG.21

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Content playable less than and/or equal to 16 times

&lt;automaton&gt;

&lt;!-- Define valuable counter for playable numbers. Initial value is 16 --&gt;

&lt;define-variable name="count" initial-value="16" /&gt;

&lt;!-- Usage Rule System has one Right Unit. Initial state is q2 --&gt;

&lt;initial-right-unit state="q1" /&gt;

&lt;node state="q2"&gt;

&lt;rule event="play" next-state="q2"&gt;

&lt;!-- "Count" number of times playable --&gt;

&lt;arguments&gt;

&lt;variable name="count" /&gt;

&lt;command name="load" /&gt;

&lt;/arguments&gt;

&lt;!-- If this rule is selected. "count" number decrements by one--&gt;

&lt;action&gt;

&lt;variable name="count" /&gt;

&lt;command name="load" /&gt;

&lt;integer value="1" /&gt;

&lt;command name="subtract" /&gt;

&lt;variable name="count" /&gt;

&lt;command name="store" /&gt;

&lt;/action&gt;

&lt;/rule&gt;

&lt;/node&gt;

&lt;/automaton&gt;

FIG.22

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Parameters	351
$MAC_{K_C}$ (Parameters)	352
$Sig_{K_E}^{-1}$ (Parameters)	353
Cert ( $K_E^1$ )	354

FIG.23

Parameters	351
EntityID	355
$MAC_{K_C}$ (Parameters)	352
$Sig_{K_E}^{-1}$ (Parameters)	353
Cert ( $K_E^1$ )	354

FIG.24

Entity ID	356
Contents ID	357
Contents	358

FIG.25

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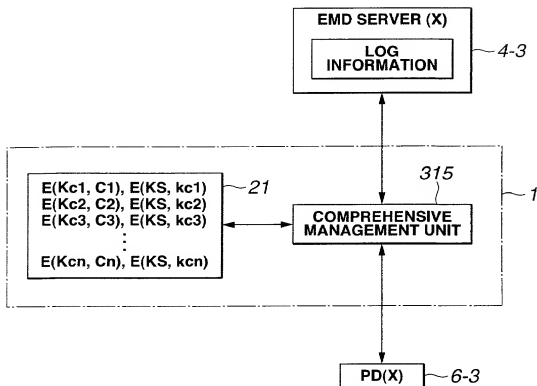


FIG.26

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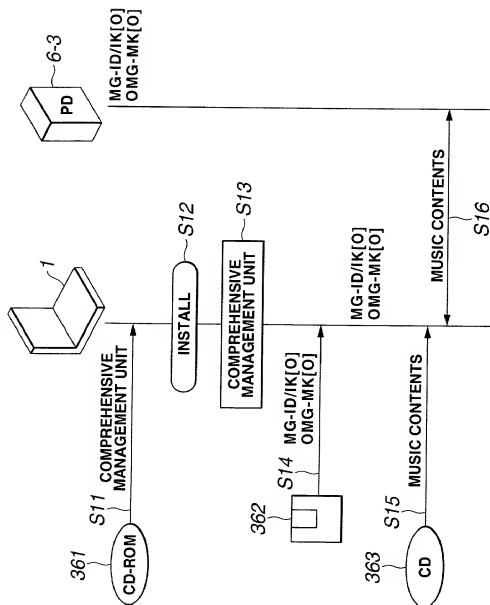


FIG.27

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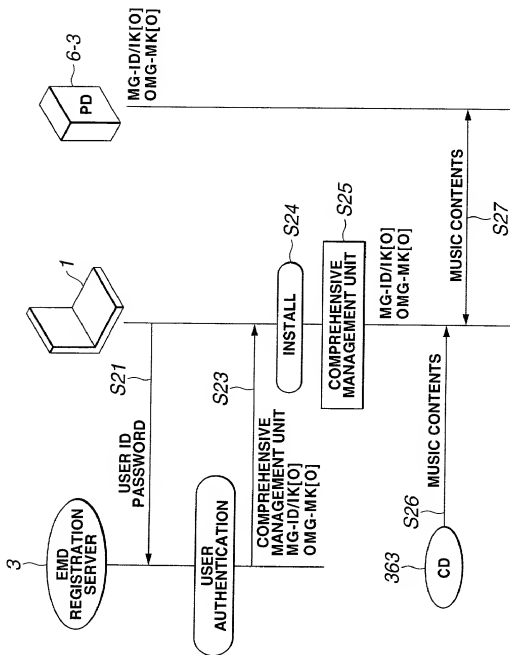
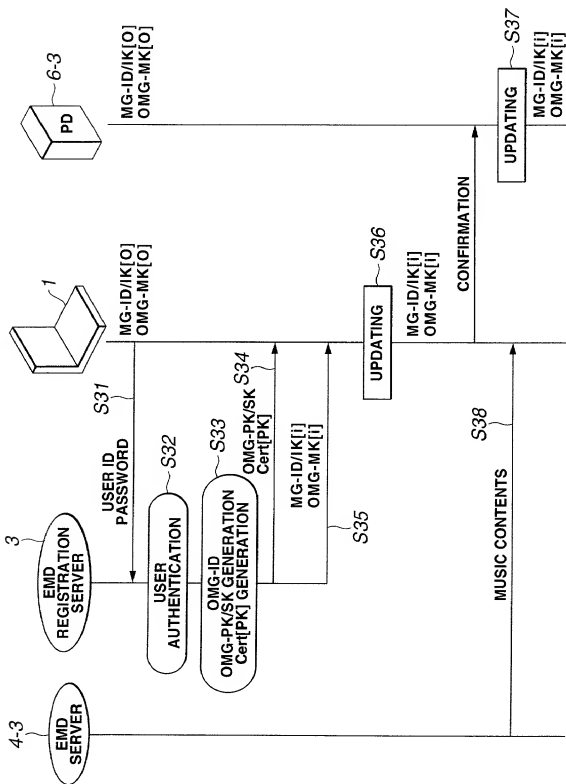


FIG.28

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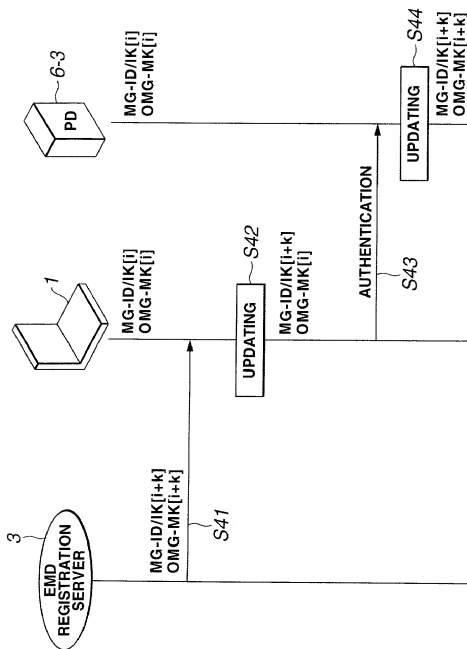


FIG.30

102220 81222086

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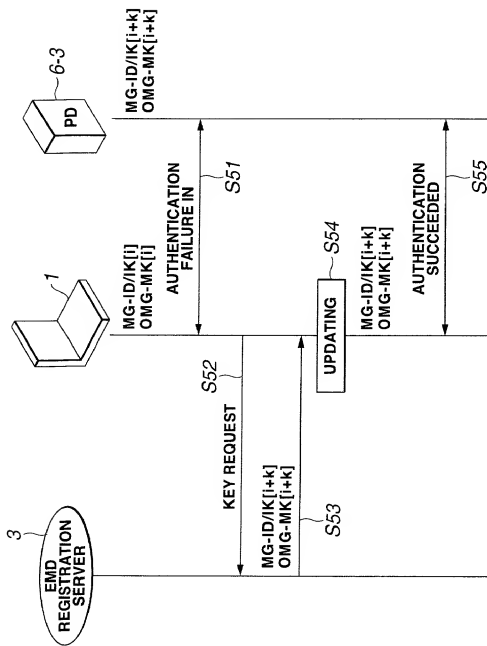


FIG.31